

EVERY CITY HAS A MEAN STREET!





GAME THRILLS

Four great games to get you going for July! Survivors (Atlantia) Jungle Trouble (Elita)! Cosmic Chaes (Powertage) | Software House (Cult) | Pokemanial And a special audio track: Mei Croucher's Computer Fun Linetl

TWICE THE CHEW!

Find out how those two chewy things, stuck to the cover, could save you up to £5 on a Damet

WIN A TELLY!
It's truel Ocean is giving away a portable telly
and games 'coe Midnight Resistance is completely skill



PREVIEW

Thrills and spills heading your way! Check out Ruff in Ready, Hong Kong Phocey, Judge Dredd, Monly Python, Grand Slam Tennis and more

LIVE CIRCUIT

What's Jutmen up to? What's in Lloyd's mail bag? Who's won the compou? What's the islast news? All these cuestions, and more. are answered in this month's happener' Live

S'AMAZING!

All the latest news, views and comment on the SAM Coupé front with the first shots of a SAM Coupé game, plus the chance to buy a Coupe from CRASHI

DJ NICKO'S TIPS

Pokes, tips and maps galore! BJ Nicko's the man with the answers to help you best the best

SINCLAIR'S SURVIVAL

Part one of a special CRASH leafure tracing the history of the Sinclair range of machines. find out where your Speccy came from:

We've checked out the Speccy hot shots! Midnight Resistance! Deliverance Starmlard III The Cycles World Cup Soccert liniy 1990i international 3D Tecmial Vendettal Defenders Of The Earth! And a whole let

пине!

BUDGET

if you go a bundle for budget, join DJ Nicko as he wades through a heap of games coming at ye for under three quidit

BACKPAGE

Or Frontpage if you read the magazine backwards! Your charge to win a load of goodles trianks to Hi-lec and Yogi Seer! Plust Find out what's going on next month!

thrills ATTACK ON We did promise something special this menth — and here it is!! All of your senses are under attack as we present the CRASH Entertainment System?! The mag's as groovy as ever, there's the Powertape with another set of four complete games, not one but TWO free chewy bars stuck to the cover and an exclusive audio sensation — Uncle

THRILLS ON TAPE

Where to find your brill thrills!

SIDE A SURVIVORS
JUNGLE TROUBLE COSMIC CHAOS

SIDE B MEL CROUCHER'S FUN LINE SOFTWARE HOUSE

POKEMANIA

Check the inlay for loading instructions, and remember Uncle Mel's Computer Fun Line is an audio trac listen, don't load

Should your tape prove to be NEWSFIELD, AUNTY PAT'S TAPE CLINIC (78), CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

A healthy tape will be despatched, please allow 28 days for delivery (we'll try to be quicker!).

Crazy arcade adventure from Atlantis!

the cover and an exclusive audio sensation — Uncle Mel Croucher's Computer Fun Line (don't load it — listen to it!) on the tape too! Read, play, eat and listen! There's never been a more happening time to have a Speccy or SAM — it's completely swingerilliant!

Fast thinking, planned decisions, speedy reactions and a good memory are just some of the qualities you're going to need to succeed in Atlantis' maddeningly addictive arcade puzzle geme Survivors. Don't worry if you don't possess those qualities already --- but the time you've completed Survivors you'll be an expert on all frontal

our mission is to rescue almost 1000 survivors from a hibernation dome damaged in a recent nuclear war. To complete the task you must guide your three droids through the seven levels of the dome and teleport the survivors to safety.

Each of your three droids has a very special function. Drold One (the blue chap) can tunnel through tons of earth at

high speed, the highly advanced yellow Drold Two's function is to leleport the survivors to safety and

Droid Three (the red chap) is a droid of immense strength who can move latten boulders, though only one at a time.

The damage to the dome is so severe that the slightest mistake

can result in falling boulders. If one of your droids is hit by a falling boulder it results in a serious power loss. Beware of the Guardian Droids left in the dome to maintain the life support system, their circuits



thrills

were damaged by nuclear fall-out and are now hostile. Contact with any proves fatal. With a bit of planning, you can squash a Guardian by dropping a boulder on

Every move must be planned to ensure that your Droids do not get trapped, failure in your mission results in certain death for all IF YOU WANT TO SURVIVE ...

...you better learn the controls, which are on keyboard: O/up, A/down. O/left, P/rlght and ENTER/pause, Keys 1, 2 and 3 to gain control of one of your three Droids, 4 and 5 together to start a new life and BREAK and CAPS together to start a new game.

Amazon antics from Elite!

It's a jungle out there! It is y'know. A jungle intested with trouble (hence the title)! Could you become the brave adventurer, tough enough to tackle the arcade action? Read on and find out!!

ungle Trauble is one of those games which looks a bit naff end tricky to cope with — but you just won't be able to stop playing it until you reach the end. It could drive you barmy! You start on the right hand-side of the riverbank; the first task being to successfully cross the river using the stepping stones without falling into the water where a furious croc swims. Before you

start off, collect an axe by running to the far right of the screen, an axe icon should now appear at the bottom of the screen. Okay, here

To jump onto the first stepping stone take the longest run possible and press the jump key just as you approach the water (the best time to jump is just as your man is immediately above and between the letters I and T in TIME)

If you jump successfully, release the jump key when in mid air, then to jump all the way across hit the jump key just as your loot touches the rock. If you're skill, you should make it all the way across the river.

Once up the ladder it's time to hack through the trees. Use the axe to chop at them - but watch out for attacking monkeys! You can get rid of them by bashing them with the axel As you chop your axe blade gels blunter so it takes a while to fell a tree, unless you return to the start and collect a new one. As the

tree falls run away or be squashed. Ready for the fire pit? You better bel Stand at the centre of the rim and press the jump key to grab the rope. If you catch the rope keep pressing the jump key to hand onto it. Helease the key to swing off and land on the other side. As soon as you land start to run for home. However, somewhere along the home run a chasm will open up!! Just make sure you're ready to jump at the last moment and keep

running homell
HAVING TROUBLES? Well, check out the controls which are: (keyboard only) 5 or CURSOR LEFT/left or strike mankey, 8 or CURSOR RIGHT/ right or chop tree, 6 or CURSOR DOWN/down, 7 or CURSOR UP/up or jump.

 Wreaking havoc through space with Michael and Craig Holdstock!

Cosmic Chaos takes your for a dangerous ride in space were wave ofter wave of mean, lean alien fighting machines attack! It's cosmic! it't's chaos (hence the title)! And it only takes about 30 - 30!!! seconds to load!

RASH seems to remember that Space Invaders verges ; towards the dull side of things. Soo, when we first saw Cosmic Chaos s comments bandled about includeed Blurrightt', 'Oh dear' and the likes. And then we played it and heavens above! - we were hooked!! Cosmic Chaos may lookk a bit stark and simple, but it's a meaan blaster of an invaders game socoo addictive, you've gotta keeep playing just to see the next level[]]

Invaders swarm down from the e top of the screen — you've gotta a blast them out of the sky. Your space ship remains at the bottomm of the screen and can move left andid right. Hit fire to unleash major deteath onto the alien scum. But avoid thereir bombs which hurtle down the screen towards you. Clear one wave and enother, tougher set zooms into view! Can you surviveve all the alien attacks?! IT'S CHAOS...

if you don't know the controls which (keys only) Q/left, W/right L and to SPACE/fire. Full keyboardrd instructions on the title screen.





• He's mad, bad and completely dotty, it's MEL CROUCHER'S COMPUTER FUN LINE:

Mel Croucher is a dotty old fellow. Author of endless CRASH features, he's the jester of the computer world! And this special audio track is his latest venture. Normally, you can only hear his deranged witterings on the talephone (0898 299 399), but now he has recorded a special Computer Fun Line for the CRASH cassette.

emember, this is an audio track, you can't load it into the Speccy - It's for your ears only!!

100 MEL CROUCHER POSTERS MUST BE WON!!

CRASH has 100 -100!! - posters of said loony to give away! There he is, with a bullet from the phone going through his 'brain' and out the other side. A titter every time you see it. Ho ho. To win one of these

fabby A2 posters (worth £1 each), answer this quick question: Which computer manual did Mel Croucher write? Was it a) the Amiga manual b) the SAM Coupé manual c) the MSX manual Answers on a postcard, to arrive here by July 19, to: NEWSFIELD, CRAZY CROUCHER'S POSTER

COMPO, CRASH, LUDLOW. SHROPSHIRE SY8 1JW.



A real challenge from Cutt!

Ever fancied yourself as a hot-shot? Maybe running your own software house? It must be socooo easy — all you do is get a game and sell it!! Easy, Well, not quite. With Software House you get a laste of the complications and hassles in running your very own software business.

S oftware House is a management game, and we've never had one of these on the Powertape before. There's a lot of them around, most of them from Cult themselves, and if you have the brains they can be fun!

There's no instructions on your own (what's the point of a game like this if we tell you how to play it?). Once loaded up you get the main working screen. First type in the name of your software house and then your name. Off you go!!

Okay, okay - a little bit of help to get you started. Well, you'll need some staff and then a game, So look at the main menu where you'il see the Employ Staff option. The letter E on Employ is highlighted green to show you which key to press to select that function, Things should then start to happen on the communications window. Once you've read the communication press enter, if the interview has been successful you've got yourself a worker! Now follow the same pattern for buying up a game. That should get you started.

All the controls in Software House are on the keyboard, Type In your answers when the program prompts you, or if it asks a question type Y for Yes, A for accept, etc. Don't expect to become an instant success, though hard work and perserverance will pay rewards.

Maybe your company will win a **CRASH Readers Award sometime!**

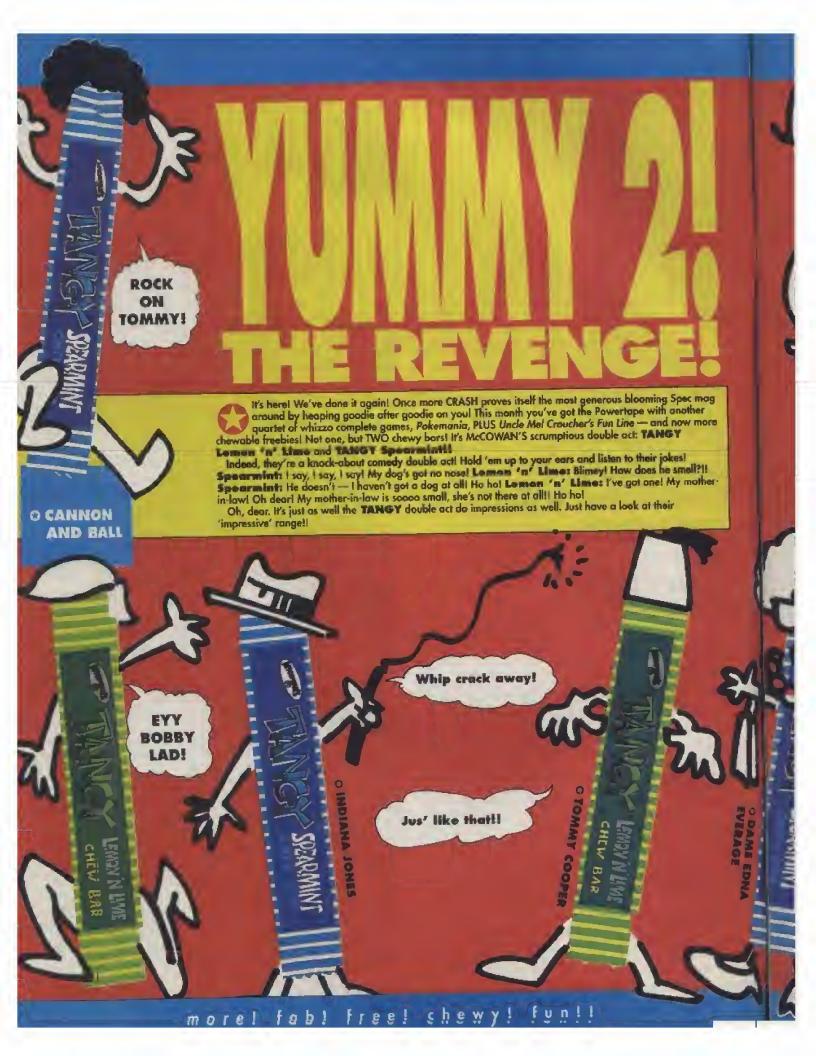


it you think you've written a completely brill game and want to share it with the want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on agge 191 it must accommany

page 191 it must accompany all entries!





it's true! Scotting TANGY

pars can save you money! no here's how: collect five TANGY wrappers (either Spearmint or Lemon 'n' Lime flavour), send them to us and we'll let you have Turrican for just \$5.56 or X-Out for only \$5.00!! That's almost half price!!! Berlimeyl

Turnean is the mega-blaster from Rainbow Arts which won a CRASH Smash last I sue it's a wicked shool 'em up as you take Turnican through many levels dealing out death to aliens! X-Out is another whitzy shoot 'em up is another whitzy shoot 'em up from Rainbow Arts (reviewed in issue 73) where you take control of a submarine battling with underwater forces. Mark Caswell sald 'It's one hell of a game to get through!!'.
You can't afford to miss this offer

hurry up scoff some more McCOWAN'S TANGY bars and get the ord ir form in the post today!!



Hello, chewy lemusso

CRASH/TANGY BAR OFFER: ORDER FORM

I enclose FIVE TANGY bar wrappers as proof of purchase and the correct amount of money for:

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- £5.00 for X-OUT (Speccy cassette)
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Method of payment (delete as appropriate):

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Postcode,....

Make cheques payable to CRASH Ltd. Send this form to NEWSFIELD, TANGY BAR OFFER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Do not send cash. Please allow 28 days for delivery. Enquiries: 0584 875851



COULD YOU RESIST IT?! A BRILL PORTABLE COLOUR TELLY MUST BE WON! PLUS COPIES OF OCEAN'S SMASHING MIDNIGHT RESISTANCE

Yes, the cheers are up again because there's a new Ocean game on the streets (well, there are three actually, counting \$19 \$59\$ and \$5hadow Warriors), and it's called Midnight Resistance! And about time too. It 's been six bloomin' months since Ocean lost put out a \$5peccy game — any longer and we'd have thought it had gone to 16-bit City and stayed there (Blub!). But, Ocean's back (back! BACK!) with the \$5peccy and in good form too 'cos Midnight Resistance is dead brill! Hurrah! Nine levels of the whizziest arcade action around make up the this carky coin-op conversion. It's Ikari Warriors in the future (being, as it is, Ikari Warriors II), featuring endless varieties of enemy to bash and heaps of countryside to bash them in — stomp through cities, tunnels, forests, mountains to reach enemy HQI

*HERE WE ARE, THEN

A new Ocean game, completely skill conversion, CRASH cover, it can only mean one thing: a compa of the most snootest order! Ocean has stumped up a great portable colour telly for first prize in this Midnight Resistance campa! Why? Because you can't resist watching telly at midnight (Groan—Ed)! Additionally there's a copy of Speccy Midnight Resistance for the winner, and there are 20 — 2011 — runners-up prizes of a copy of the care!

winner, and there are 20—20.

game!

To stand a chance of winning, there's a broin-boggling puzzle to solve. See the word grid in which the words WIN A TELLY are placed? Good. Right, now you have to find 20 other words, of at least three letters each, that can be built up by moving one square at a time. For example the word LATELY is made up by travelling thus: From the letter L at the bottom left of the grid, go north to A, east to T, east to E, south-westerly to L and then east for Y.

And there you have it: LATELY! As we're feeling generous you can put that at the top of your list.

When you've discovered 20 words write them all down, along with your

When you've discovered 20 words write them all down, along with your name and address and send the whole caboodle to: NEW\$FIELD, IT MAY BE MIDNIGHT BUT I CAN'T RESIST IT COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 I JW. Entries here by July 19 and you can't use the words WIN or TELLY. That's mucked up your cheating plans, hasn't it?!

ARALLED NUI

AUST OPEN NELBOURN PRIZE NOMEY: #810000 S SET IN CENTRE

us fab...a t interough one could not to be concd."

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 Output

 Description:
- View the game from any one of ten "camera" angles Infinite on ST and Amiga.
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 True control over the direction of your shots.
- . T.V. tennis theme tunes.
- · Any-time save option
- 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
 4 court surfaces grass, clay, carpet and cement each
- affecting game play
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga)
 Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dellars!

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COMING SOON.

PREVIEWS

Sunmer scorers and winter warmers
— there's loads of Speccy action
heading your way!!



YOU OLD DEVIL!

SATAN

Fallowing AAC, released last month, spanish software house Dinamic is preparing Solan on the Speccy for the end of time. As with many of the previous Dinamic affectings Solan is a two-part areade adventure. Fight the forces of evil in section one you're a





brave warrior who battles with the horides of Satan to obtain a wizard's magical powers. Manage that, and you spend the second part in Wizard guise mustering all the magical weapons and spells of your command to put an end to Satan's evil once and for all (and the best of luck to you) Sounds flaming hot to us!





NINJA DOGGY!

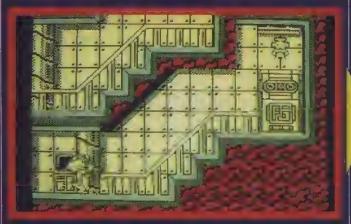
HONG KONG PHOOEY

Hong Kong Phocey number one super guy Hong Kong Phocey taster than the human eye. Hi-Tec Software is on the verge of releasing Hong Kong Phocey the computer game! Hurrah! Baran Von Bankjob has excepted from prison, so Penrod Pooch leaps into his special filling cobinet, and after a helfy kick from Spot, the wander sidekick, Hang Kong Phocey emerges to chose the villain. But our here is his usual.

bungling self and it's up to Spot to save the day! Expect to see *Hong Kong Phocey* very soon now at a whoof, whoofy £2.99

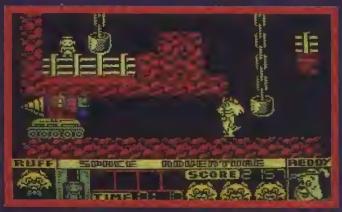


THE FLIPNOODLE TEST

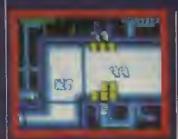


RUFF & REDDY

Along with Hang Kong Phocey, Hi-Tec Software will soon be unleashing Ruff & Reddy, the dag and cat duo, who have starred in their own cartoon series. The daring dua have agreed to lest Professor Flipnoadle's pocket racket, though at blast off something goes badly wrong and the racket spins, out of control. Ruff and Reddy find themselves on a strange alten planet where the inhabitants, little blue creatures colled Lilli-Punies kidnap them. They re tald that only when Ruff has freed their comrades from the dusches of vila votures who inhabit a neighbouring planet will they be released. It's up to you to save the aliens, and so free our heroes. You can experience Ruff & Reddy next month — "cas CRASH has an exclusive stema on the Powertapell."



DEAD PARROTS AND ALL



MONTY PYTHON'S FLYING CIRCUS

The dead parrot, the Ministry for Silly Walks, fish slooping, Ent the Half-Bee, the squashing lost — they're all highlights from the classic comedy series Manty Python's Flying Circus, and they're coming to your Speccy!
It's true! Virgin Games adaptation of
the TV shows is on its way, packed
with merament and mirth of a particularly odd style The game is based an **Terry Gilliam**'s mad-cap animation sequences, and the star of the game is Gumby — a



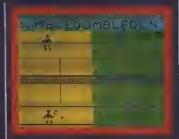
stronge little fellow, kitted out in sharts, knotted handkerchief and shorts, knotted handkerchief and walking boots. Gumby has lost his brain and now has to traine through four surreal levels to find it. Programmed by Core Design, programmers of Impossamale and Rick Dangerous, the graphics are great and the game, even at this early stage, plays really well. Combining heaps of different styles of gameplay including shoot 'em up, platforms, and arcade adventure, Manty Python is actually funny! Dan't worry if you never saw the TV shows, the game is so bizarre it's bound to raise a lornal smiles!

WHAT A RACQUET!

GRAND SLAM TENNIS

After the World Cup, the sporting sensation that's spawning simulations is tennis! Grandslam has an aftering for all tennis fons in its latest game Grand Slam Tennis. Giving the option or a two-player game, Grand Slam Tennis lets you play men and wamen's tennis as well as doubles on a court displayed in 3D. What is special about Grand Slam Tennis is the split-screen technique

used to show the two-player game. Grandslam reckon the problem with other two player tenns games is the difficulty in controlling the player at the back of the court. So now, with two views of the court, it's all equal.



Stuffed with all the other usual tennis moves, players compete in tournaments with the objective of winning the Grand Slam. Get ready to serve when Grand Slam Tennis is released in late June:

CAST A GIANT SHADOW



Who's this? It's Shadow Warrior! A hero for the '90s (not another one!), according to Ocean. Out any nano-second now, Shadow Warriors features six levels of ninja action set in the toughest neighbourhoods of Americal Marvel at the phics for now - and a eview next lsh!

Next issue is **August! Holiday** time for you — but all your fave software houses will be gearing up for the autumn game playing bonanza! Tune in to Preview...

HE IS THE LAW!

JUDGE DREDD

Star of 2000 AD, Judge Dredd is heading onto your screens soon from Virgin Games, Cleaning up the Virgin Games, Cleaning up the chaotic streets of Mega City One is the aim of the game as you take Dredd through six levels which bring to life five exciting Dredd stories. Each level is set on a different block (the skyscrapers of Mega City One), and the action's viewed from side on. There are plenty of platforms and ramps to roum around on, and plenty of parts to blast! The blacks present a huge playing area, and comp huge playing area, and going around on koot could take up valuable game time, so luckily Dredd can call up his powerful bike, the





Lowmoster, to get around at speed. The characters Dredd faces are token directly from 2000 AD. There's the League of Fatties who are eating all the hood in Mega City One, Professor Fribb and his estayme that's reversing the process of evalution turning civilians into apes, lizards and even amaebasi Orloc, the Sov agent who attempts to poison the water supply and rain, with **Blockmania** turning everyone violently mad

and finally, in an altimate battle

Dredd comes up against the Dark

Judges: Fear, Mortis, Fire and Death! Essentially a multi-directional scrolling shoot 'em up with loads of action. Virgin Games' Judge Dredd should hit the streets in September.

PON FOR FREE



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The Commodore ASDO Balman Photo Hyber oursely rank as one of the most popular computer books event The party leatures the Commodore Amilga SDO computer with mouse controlled and TY modulater, pics sort top coftware titles. The software include: "Batman The Moyes". Risk Gerbass (by other commoly place, in Cocan's top soling this based on the blockbuster Britand Him Here Zasland Starty - high quality convession of the leading stream game, inscreption - Doppingh with two F-KF's in instituting the property of the property of the property of the property with two F-KF's in instituting the standard for others to fallow. Remain the coupon for further details.

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Flight of Fahtaey is the very latest Amiga 500 pack from Com-leauwing ERAND NEW software falsasses, to make this the run laculat ASD pack seyel The pack feetings line Amiga 500 o with require controller and TV modulation, as well as four top lifest. Those trabade the following

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Which computer(s), if any, do you own? A2008 []] LECK Advisting protes and alectricalists may challed - person values the deciple for the level information.

Before we kick off, a quick update on the Campaign For Mangram To Get A Shiny New Desk. Just one measiy financial contribution this month: a 100 Dinar note (Yugostavian dosh), thanks to John Gallagher for that. Thanks also to Shirley, CRASH's Dust Extraction Executive (Cleaner —Ed) who attempted brightening up ye olde tattye desk with a generous helping of Mr Sheen.

Onward, ever onward. Letter Of The Month — a good sensible one from

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Onward, ever oriward. Letter of the Month — a good sensible die from John Quinn who strikes home hard the pirecy problem. For heving a bit of sense (I knew one of you must have) there's a £40 software voucher winging its way to you! You too could be winner by penning a great letter. The address is: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

COPY BRATS

Dear Lloyd,
After reading Karlm Portess'
letter in CRASH, issue 75, I feel I must put forward the following points on piracy. Programmers spend months and months writing a game, which is then published. Lots of people buy it but even more copy it.

Therefore, the publishers don't make any profit and the price of the games are put up to compensate the loss. This is probably why games which cost £7.95 last year now cost £9.99. So all that pirates achieve by stealing software is a price increase.

Consider this: Would you walk into a shop and pick up a game and leave without paying for it? Probably not-it's theft. Would you go to your friend's house and copy the latest mega game that he just brought?.... think about it.

John Ouinn, Wicklow, Eire

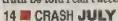
Very well put John. But sadly, piracy already appears to have affected the Spectrum scene badly. The amount of releases is way, way down this year because people just aren't buying enough Spectrum games for software houses to cover the cost of production. This is especially true on original games - these could completely disappear soon with just big name licences, which always sell, appearing. To this end, CRASH has teamed up once again with industry body ELSPA to run a series of anti-piracy ads LM

VERY NICE

Dear Lloyd
I think that it was very nice of
you to give lestyn Morris the
game which he was looking for
for ages — Scuba Dive. I also like
the game from the issue 76.

Thank You. David Dunne, Stoke-on-Trent ST7 1SF

It was nice, wasn't it? Well, truth be told I can't accept the





praise. Scuba Dive was already lined up for the cassette when lestyn's letter arrived. The result now is endless letters pleading for games which readers have - no more please! LM

THICK

Dear Lloyd I would like to know the password for Karyssia III. Because all it said on the screen is Enter Password - What now? Lewis Atkins, Hurley CV92JH

Once again for those who missed it - honestly! It was printed in the instructions the password's LOXA. T.IVI

BACK THRILLS

Dear Lloyd Please could you send me all the back issues of CRASH apart from issues 71, 72, 73 and 74 and all the back game thrills on tape. I really love CRASH a lot. From Mica, Thornton Heath CR7 SDP

No. But you can get hold of back issues (while stocks last!!) through mail order for £1.70 per issue. LM

GO AWAY

Dear Lloyd I am writing to tell you why I should win the star letter

1. I read CRASH

VISA

- 2. I think Y*** S****** is crap Same as S'''' U'''
- 4. I own a Speccy +2 (what a surprise)

5. Nicko is cool

6. I want to win 40 quid's worth of software

7. I need new games

- 8. I'll hold my Speccy hostage 9. I'll beat up the Oli bug
- 10 I enclose 100 dinar John Gallagher, Maghull L31

Bribery will get you everywhere, But anyone who beats up Oli bugs is automatically disqualified from winning Letter Of The Month. Be off with you, you young scamp! LM

JIGSAW FUN

Dear Lloyd First of all I would like to say how much I like CRASH's new image and the four free games (it's wicked!). I now only buy CRASH although I used to buy those two other magazines (not to be mentioned).

Only one flaw though, probably because you have just moved to new premises, but all the letters were mixed up last month (CRASH 76, page 15). Never mind though, it was quite good fun trying to un-tangle them.

Keep up the brilliant work and don't worry, there is no competition for a better Spectrum Neil Morris, Dyfed SY25 69Y

Yes, yes - move to the new premises, etc, etc. Nothing at all to do with me delivering the Forum way past deadline, resulting in layout layabout Markie sticking it down at 3.00 am on a Sunday, werking by candle. Ahem.

FEMINIST!

Dear LM

Occasionally I pick up this waste of good trees that you call a magazine. I wonder at the mentality of your readers. especially when I see my 11 year old brother, who is glued to his +2 (which is surgically removed at bedtime). He can't seem to talk about anything else except computer games, CRASH blah, blah, blah etc. He's a real pain in the neck and totally unsociable. Plus, all the games he likes are violent, containing lethal weapons and killing people for points - not a good thing for impressionable minds. Anyway, why are nearly all the characters that you move about men? Surely women should get some representation in computer games? What about ethnic minorites? I hope that your readers realise that they are falling into the pit of materialism and that you are propagating ruling-class ideologies. Yours sincerely A gÜeen, pacifist, feminist, semi marxist 18-year old who's fed up with her brother

Barbara Miller, Beccles NR34 7JO PS. No offence intended PPS. I like The Hobbit myself PPPS. This is written on recycled paper

Right ho, Babs (oh dear — Ed) you'll be pleased to hear that CodeBlasters is releasing Güeen Pacifist Feminist Semi-Marxist Simulator soon (programmed by a lost Bengalian tribe camping in the rain forests (they sound very lost - Ed)). Maybe not. On a sérious note, as much as CRASH would love to be 100% environmently friendly, the cost of recycled paper is still prohibitive (and think of the chemicals that would be needed to whiten and clean the paper to our requirements). And besides, CRASH isn't printed on paper from trees in the rain forests but from quick-growing trees in Finland. — and currently more trees are being replaced and



grown there than are required for paner.

There is a lack of heroic female characters in games though Castle Master is an exception, giving you the option to play either a male or female character, and there's, erm, Aliens starring Sigourney Weaver and, erm, that's about it really (Are there any more female games? Send in your lists). Besides, I thought young ladies loved playing with young, bronzed, muscley, heroic males dudes, in games that is. LM

MANUAL HELP

Dear Lloyd I am wondering if you can help me, I have just bought a Spectrum +2. But I have not got an operating manual (to help write progs etc) and would like to know if anyone can help me, I'd be grateful if they did, considering I'm in Germany and they don't sell kit for the Spectrum over here.

Oh by the way I think this mag is Brill Spike Mingard, BFPO 34.

Anyone with a spare +2 manual, bung it in the post to us and we'll forward it to Spike there's a t-shirt in it for youl LM



And that wraps up this month - more of your effusive thoughts next month!

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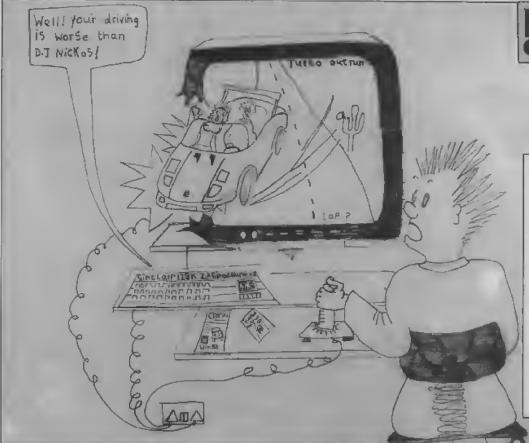
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Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! Yayyyy! So play mean and get yourself a high-score and send it, with a photo if possible, to: NEWSFIELD, HI-FIRE, LIVE CIRCUIT, CRASH, Ludlow, Shropshire SY8 1JW, And remember, there's £40 of software to be won every month!!

THIS MONTH'S HIGH SCORING HEROES

CHASE HQ

14158861 Mark Goodwin, Illord IG3 8ND 13976546 David Jolley, Aspull WN2 1SB 12306800 Michael Jones, Bishop Auckland DL14 7RE 11941886 Darran Lacey, Chesham HP5 2ND

MOONWALKER

600010 Neil Innes, Musselburgh EH21 7AS 88550 David Altken, Kirkintilloch G66 3BS

RAINBOW ISLAND

2486420 M Golding & J Slms, Bristol BS12 5RF 1510090 Mark Goodwin, Hord IG3 8ND 1120490 Kenneth Tindal, Ayr KA7 3TD 526340 David Jolley, Aspull WN2 1SB

OPERATION WOLF

828423 Net Innes, Musselburgh EH21 7AS 680410 Andy Longbottom, Hastings TN34 3TW 845720 Glenn Davis, Campbeltown PA28 EHG 615260 Mark Goodwin, Ilford IG3 BND 511623 Ashley Wiseman, Isle of Arran KA27 BRO 500032 Edward Lewis, Tiverion EX16 8EJ

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520003 Nell Innes, Musselburgh EH21 7AS 328680 Kristian Aspinall, Preston Lancs.

210650 Glenn Davis, Campbeltown PA28 6HG

OPERATION THUNDERBOLT

712045 Philip Tyson, Bristot BS12 4NG

LED STORM

5280678 Fraser Ross, Peterhead Scotland 4999950 Neil Innes, Musselburgh EH21 7AS

ARKANOID

210568 Martin Cocksedga, Doncaster DN12 1JR TURBO OUTRUN

536790 David Aitken, Kirkintllloch G66 38S 532460 Andy Longboltom, Hastings TN34 3TW 529998 Neil Innes, Musselburgh EH21 7AS 411180 James Anness, Eastry CT13 OLB

CONTINENTAL CIRCUS

3831010 Mark Goodwin, illord IG3 8NO 3557740 Neil Innes, Musselburgh EH21 7AS 3453350 I Plimmer, Newton-Le-Willows WA12 8SD

AUF WIEDERSEHEN MONTY

20794 Edward Lewis, Tiverton EX16 8EJ 10637 Martin Cocksedge, Doncaster DN12 1JR

BATMAN

516324 Martin Cocksedge, Doncaster DN12 1JR

STEVE DAVIS SNOOKER (Long Game)
Break 94 Martin Cocksedge, Doncaster DN12 1JR

RENEGADE

562742 Martin Cocksedge, Doncaster DN12 1JR

SILKWORM

80640 David Chapman & Daniel Lock, Cheltenham GL53 8BS

PACMANIA

178100 Dawn Magee, Newtownabbey, ST37 0BY

ROBOCOP

86500 Andy Longbottom, Hastings TN34 3TW

STRIDER

56700 David Aitken, Kirkintllloch G66 3BS

GHOULS 'N' GHOSTS 75000 David Altken, Kirkintilloch G66 3BS

HARD DRIVIN'

325594 Edward Lewis, Tivenon EX16 8EJ

WEC LE MANS

888050 Glenn Davis, Campbeltown PA28 6HG

And this month's lucky winner of the £40 worth of software is Mark Goodwin from Ilford, Essex. Wagga wagga!

YOUR GAME ONTO THE CRASH PO

Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and le you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.
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Remember: we will NOT consider your game if you do not enclose this coupon (or a photocopy)! Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlaw, Shropshire SY8 1JW



STORMING OUT

 Arcades news from The Sales Curve, best known for converting The Ninia Warriors and Continental Circus for Virgin, It's launching its own software label called Storm with one original title and three arcade licences. The original game is SWIVI Take control of a helicopter or jeep and blast your way across level after level of hostile terrein. Tanks, helicopters, eeps, jets and huge multi-part copters all want your hide (eekl). Expect to see SWV in October. The first Storm arcade conversion, around September time, is Saint Dragon, Taken from the Jaleco coin-op, you're the pilot of a futuristic spacecraft shaped like a glant dragon on a quest to rescue a real fire-breathing reptile: six levels filled with allen uglies stand between you and your pal, but fear not - there are heaps of power-ups to enhance your weaponry. The

other two coin-ops on the cards are Big Run, a teeth jarring rally racing game and the seriously cute Rodiand. Here you play either Tam or Rit, two magic wand wielding fairtes who are sent on a very dangerous mission.

TARDIS-LIKE LARKS!

● After programming CRASH
Smash Hammerfist, Watford based super team (or so they say) Vivid Image Design are well on their way to completing Time Machine. Play the part of a white haired professor who escapes brutal terrorists by going way back in history in his time machine. He enters several time zones, in each of which he must help evolution along its proper path. Shades of Back to the Future? Well, it's an arcade/strategy extravaganza and we'll be bringing you a preview in the next couple of months!

VERY HORRID

 Watch out because Hagar's about Yes, that part-time lunatic

Fax 0457 868946

Head Office and Access & Visa orders, queries.

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Viking from the popular press and full-time lager lout (how does the **Skol** song go again..?) is soon to be unleashed on a Speccy near you. Hager the Horribie will be released in September, and the game will follow the misadventures

of this lovable rogue and all hs motley friends. Programmed by a German team called Kingsot, The Software Business will be marketing Business will be marketing these shores. Now what's Noise for 'It's your round'?

STARDOM FOR MOLE

 After starring in several games for Gremlin, Monty Mole is set for media heaven. Merketing Trademark Consultant, one of Londons top character licensing companies, has taken our rodent pal under its wing. The plan is to make Monty an established cartoon. character along with such greats as Mickey Mouse, Donald Duck, Pluto etc. But the first step will be to produce Monty Mole merchandise, so expect to see Monty Mole boxer shorts, toys, books, mugs and comics very soon.





I T E

COMIX

Read all about it! Mark Caswell checks out the latest on the comics scene.

THE X-MEN - GOD LOVES — MAN KILLS

Marvel, £5.50, One Off

Mutants - people gifted with unique Factor X in their genetic make-up. Some use their powers for evil, others help mankind but are shunned by normal' people — The X-Men: Colossus, Wolverine, Cyclops, Storm, Arlet and Nightcrawler in this story. The line up of the X-Men has changed many times over the years, keeping abreast of the times, and they're still one of the most popular Marvel teams around.

In this early 80s story The Purifiers, a fanatical religious group lead by Reverend William Stryker, hunt down and kill mutants. Our band of costumed vigilantes are prime targets, especially when Stryker kidnaps their mentor Professor Xavier and brainwashes him into murdering his 'children'.

God Loves - Man Kills is a classic tale of mankind's feer and loathing tewards anything strange or different. You really do find yourself cheering the mutants and booing the Purifiers, a graphic novel well worth the asking price.



SILVER SURFER - THE ENSLAVERS

Marvel, £10.50, One Off

Marvel boss Stan Lee claims
The Enslavers took almost ten
years to createl it's very pricey, but
full of glossy colour pages with very
natty hard cover - the sort of thing
to ask for at Christmas.

The Silver Surfer was once a mere mortal, Norrin Radd, who to save his home planet from the omnipotent Galactus agreed to become a metallic cosmic powered hero.

In The Enslavers a huge alien ship threatens Earth. The Silver Surfer is plagued by nightmares where all his friends including his true love Shalla-Bal have been enslaved. He soon discovers this is fact: Earth's heroes have fallen before the might of Mrungo-Mo, ruler of the space fortress. Can the Silver Surfer save mankind and more importantly Shalla-Bal? Not bad, but ten years in the making?



STAR TREK ANNUAL DC, £1.85, One Off

This slightly thicker version of the Star Trek monthly comic is



a tale co-written by George Takei (Mr Sulu in the series). The crew of the Enterprise are summoned to problem planet Datugad: For years it has produced Trimenium, artificial substitute for the Dilithium Crystals used to power starships. Years of exposure to the chemicals used in the process have turned the population into walking time bombs sadly prone to spontaneous combustion.

The plan is to create a test tube colony away from the infected planet, but a radical group on the planet's surface want no part of this and take the scientific team and its leader Dr Kohwangko hostage.

Captain Kirk and crew are powerless to help, but Mr Sulu goes rogue and heads to the rescue. Mis Kohwangko is an old flame of hist. The inevitable flashbacks of the:

The inevitable flashbacks of the love story disrupt the story's flow a little but the characters push doggedly onwards. Worth a read.

Another trip into picture strip land next issue!



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with compos and finally here are the winners! Have you been lucky this month? Find out...

First off, let's check out the winners for the Crazy Reinbow Islands Compo when Ocean



ADVENTURE HELPLINE



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TREE Pt. 18th Hulmo Hall Bond, Stan, Scott Min 41 Y

provided the winner with a Chettobiester. The lucky bod was Mark Sheehan, Brighton BM4 2HG Hurrabi And the 20 numbers-up who each receive a bopy of Raindow Islands are. D Russell. Leicester LEZ PAL; Stuart Manley, Chilatchurch BH23 83D; Janny Jaida, Leeds LS9 8SS, Matthew Halipsens, Bromsgove B60 4DR; Adam Sisson. Notingham N93 SRG; Okver Kilson. Defined V025 9CQ; Louise Davideon, Newcaste NEE 18R; Glyndones, Anglessy LL61 8AQ; Andrew Lees, Sicokport SK7 1LX; Tom Farmer, Reading Rd9 0SG; D Odlins, Berningham B25 BTX. Sman Ponsiard, Corsham SN13 9LU; Alan Wheeler, Milton Roynes MK6 2CX, Paul Smith, Snihull 891 SNE; Stoven Appleton, Coventy CV3 3HN; Lawrence Pycock, Kent ME17 4OB; Stuart Heidry, Kakirdilach G88 3LJ; tan Sharkey, Leeds LS6 4NF; Christopher Wilson, Angus DD7 8DP; John MacDonald, Clisagow G65 BNA.

Next up is the Chocks Away With This P-47 Comps for which Firebind are coughing up a Vidae Recorder, a P-47 video and a Frebred T-ahrit for the winner who is Matchori Sims, Canterbury CT1 1YF. Don't despar — there are three second prize winner who ack natowe a copy of the P-47 video and a T-ahrit and they are; Sharon Wright, London NW7 18W; Ross Jackson Kirkopidy Sociland; Peder Aston, Pershore WR10 SHB, And for 20 runners-up, there's a T-shirt each David Hurt, Dentry DES SRD, Aex Folme, Morey IV30 7UX. V Colle, Whitchurch RG22 7HR, Lee Ellison, Stockport SKB 6LC, Mark Evans, Birmingham Chanledging Cue 7JU, Andrew Ollett, Gibertham, Chanledgh Cue 7JU, Andrew Ollett, Gibertham

EX4 TRH. 15 second prize winners who receive a copy of Imposesamole on Spectrum cassettle and a Lishirt are: Adrian Holiby, Pickering YD18 3BO; Robert Shaddick, Barnstable Ex31 2EA; Wayne Pagg, Sithiapbourne MB 7 JV.; A Smith, Spalding PE11 2PR; Cameron Taylor, Clacke FK10 3PB; Kristoffor Conheer, Edinburgh EN10 4HB, Louise Filzhugh, Worcester WR5 3EP; Lucia Coleila; Oxford OX4 SJA; Birkan Health, Lundon E17 6BJ; Paul Benyard, Harlington LUS BLX; Daniel OXNoll, Liverpool L18 5HO; Daniel Duprae, Basaldon S815 5DT; S Aguilne, Eastfeelph COS 7EZ; John Stevens, London SE9 3FIH, Ben Hales, Doncaster NA 9BS.

SDT; S Aquaina, Eastleigh SDS 7EZ; John Stevens, London SEB 3FH, Ban Hales, Doncester ON4 985.

And the 10 runners-up who receive a copy of the game are. Breti Jordan, Newcastle-upon-Tyree NE3 988; Chile Roberts, Wrexham Wales, Dankel Nead 1985; Chile Roberts, Alberties, Glasgow GSZ 7DB; Laura Woodward, Bristol BS19 2TP; J. W. Brand, Orpington BR5 3HH. Christopher Bangas, Woking GUZI 2PB
Them als Microstyle's Black Best Hars I Come Notifice Group of Iron Bass 76. The winner, who receives a set of ten Martial Art Lessons let their local centre) and a Microstyle Goodle Beg - watch, sunglesses, a drabbed, a credit-card wallet, and a poster is: Grego Commack, Aberdeen AB2 8TA, Hurrahl And this nice runners—by who secolve a Goodle Bag each are: Thomas Ventre, Laburn BT28 EEP; Kaneeth Dlamond, Glasgow G1 2ET; Loraline Jones, Leeds LS9 (EE); All Laburn BT28 EEP; Kaneeth Dlamond, Glasgow G1 2ET; Loraline Jones, Leeds LS9 (EE); Colin Davison, Newcastle ST3 SAN; Kevini Teacs, Boardon-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-On-Newcastle ST3 SAN; Kevini Teacs, Boardon-On-Newcastle ST3 SAN; Kevini Teacs, Boardon SC Constanting California, California ST7, Calif

Phow! That's your lot for this month. Don't miss out on any of CRASH's fab 'n' brill top prize compos — your name could be in with the winners!!

CLASSIFIEDS

• FOR SALE

Spectrum +3. Partect condition, dozens of games on disk inc. Bubble Bobble, Target Renegade etc. Price \$100, (0253) 41417 after 6pm.

Absolutely toanse of Spectrum software going pretty cheep, I'll tell yal Gazza's Soccer, Dregon Minja, Footbalf Manager Tvo etc. Send see to Stu Ellis, 10 Deciden Drive, Walney Island, Barcew in Furness, Cumbria, 1 profiles you will be satisfied.

Cresh back leauwel Complete set, from issue 1-65 with binders and Index. All in good condition only 1100 one. Contect Paul Waterman, 68 Southampton Road, Farchern, Hents, PO16 7EA or phone (0329) 232787 after 6pm.

Technical Research 5 DD disk Interface for 48k Spectrum + 22 disks and library case \$80, Ring 0707 269196 evenings only.

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• MISCELLANEOUS

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Lower price!! 'Laser War' - Gladius's totally addictive to a 2 player games based on the 'Tron' accade & firm theme! Includes scare addiction of designer for endless variation! Only £2.99! (Cass). 'Excellent all round entertainment, Chir Computer Club - May 90; 'V Vity, (CR 78), 11 Willow Gr., Bare, Morecambe, Lancs.

2 for the price of 11 'Spi-Drord' and 'Knockout' on cassette for only £2.991 Over 100 elvesdy sold! Vaniot' + Gladiula's new guidely control issures that you get quantity, quality, value and an after sales helpkinal V Vay, (CR75), 11 Wildow Gr., Bare, Morecambe, Lanca, LA4 6JJ.

+3 owners! Vinselt's "Koockout" and "Spl-droid", Both for £4,99! Gladus's "Fruit Machine" and "Laser War". £4.99! Gladus's "Fruit Machine" and "Laser £9.99! All on +3 disk inc. 1st class p&p! V Vifty (CH78), 11 Wallow &F. Ears, Morecambe, Lancs. PS 1 was hot in MA Yractor, 171

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Sorry, folks, CRASH is discontinuing its Classified Section. In an effort to back ELSPA, the European Leisure Software Publishers' As-sociation, and FAST, Federation Against Software Theft, in their very worthwhite fight against software piracy (grrrrl), NEWSFIELD has regretably decided that for many ads which are potentially paddling pireted tapes are getting onto the pages of your fave

hage.

It's difficult for us to safety judge the bonest intentions of an ed, and while we know 99% of CRASH readers are nice anti-piracy kids and don't want to hurt their feelings, we're sure you'd all agree to the motto better safe than sorry. We all want the software industry to continue giving us the great product we enjoy now, and piracy threatens its existence!

Small software houses and other legitimate businesses, who have up to now made use of the classifieds are invited to ring Nell and Sarah on 0584 875851 to find out how little a small ad in CRASH can cost. Make that call, do business?

EQTORIAL OFFICE Navaheld, Ludlow, Shropahira SV8 1.JW (0534) STS851 Editor: Other Frey Features Editor: Rithard Eddy Staff Writer, Mark Catavall Editorial Asabatent Vin Vickness Photography: Michael Parimson Condributors in Non-Pia Scarie Register, Lucyd Mangram Production Manager: Spraining Right Anderson Production Manager: Production Manager: Production Manager: Manager: Application Right Anderson Manager: Report Manager: Report Manager: Manager: Report Manager: Manager: Report Manager: Manager: Report Manager: Report

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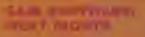
NEWS UPDATE

MGT has issued the final, definitive and generally all round finished version of the SAM Coupé ROM chip. That means, all current Coupé owners get a new ROM chip to install (soldering larks, ahoy!), and all new Coupés have this upgraded chip inside, with all the problems and bugs in the original ROM cured.

Also there's a new issue of SAMDOS, the disk operating software. This upgrade on disk has been issued free by MGT — however should there be any

further upgrades don't expect MGT to

be quite so generous! To complete the jigsow, MGT have just sent out the latest version of the Spectrum Emulator making even more Speccy products SAM Compatible. And while on the subject of compatibility you'll be pleased, nay eastatic, to know that Ocean have confirmed that all future Speccy releases will be SAM Coupé compatible! Hurrah!



Don't miss out on next month's SAM Update — we'll be taking a look at the first batch of SAM Coupe specific software. For now, CRASH can reveal screen shots of the very first SAM Coupe specific game— Enigma Variations' Defenders of the Earth. The Speccy version's reviewed this month, and we'll review the loupé version next issue. For now feast your eyes on these screens...

And the rest to thrill your socks off are: Kick Off II, Anco, Defenders Of The Earth, Enigma Variations, World Boxing Manager, Goliath, Snoball In Hell, Atlantis, Fun School II, Database, The Race, 3D Snooker and Superleague, Players, Play It Again Sam, MGT/Fissionchip, Desk-Top Publisher, PCG, Puncman, Spanish Gold and Granny's Garden, Rickitt Educational Media. Review special, ahoy!

LLOYD MANGRAM'S SAM COUPÉ FORUM

Bit of a change for the forum -I've got pictures to show this month, as well as words to read. Yes, the response to the plea for you to show off your Coupé art skills has been great. Works of art, created using the Coupé art package Flash! have piled up and, interestingly the majority arriving on disk - nice to see





you lot are getting your drives fitted. Sadly, we can only print what space allows (ie: not many pictures at all), but keep sending 'em in — you may see your creations in print! Words and pictures to me — that's NEWSFIELD, LLOYD'S SAM COUPÉ FORUM, CRASH, LUDLOW, SHROPSHIRE SY8

■ I want to know which disks the Sam Coupé with disk drive use. It seems to me that there is not a lot of point in buying one if there are no programs on disk. I was going to buy a Speccy 03, but we asked for one at a computer shop and they said they hadn't been made since Christmas!!! I'd get the Coupé if

I knew that there was going to be disk software soon (like next month)

William Scott, Alvechurch B48 700

The Coupé uses 3.5 inch disks, but as yet software houses have made no promises regarding availbility of Coupé software on disk. LM

((MARKIE:: PIC FOR THIS)))) I am writing because I have made rather an interesting discovery. When converting a word processor I had written from the +3 to the SAM, I was annoyed to have to copy the program from disk to (unreliable) cassette to load onto the SAM, and then save

onto SAM disk. Can I devise a system which will cut out the cassette, I thought to myself? Half as a joke, I connected my cassette lead upto my +3, and the EAR to the SAM. I loaded the program and started to save to cassette. I thought it should work in theory. Save on +3 and load on SAM. It didn't work. With a flash of inspiration, I swapped EAR to MIC, and tried again. The signal was picked up and the program translated. I have supplied a diagram and

operations sheet with this letter. Another discovery I made while experimenting, was the ability to load 48K programs directly into memory without opening a SNAPSHOT file. Connect your equipment up as before, and load up the header program onto your +3. If possible make the program load all relevant code, and begin to save the program to tape. Then, on the SAM, BOOT UP, Load 2, press 5, select the Emulator, and

press (ESC).
Type NEW, then DEVKET then MODE 1. As it is a code file, press F8, or LOAD""CODE. Watch the program down load. Write a program which loads all relevant code and autoruns. Save this as either 'LINE 5' at the end of the load instruction. or as AUTO X. To run the program, use either the CALL or the RANDOMIZE USR command. As long as the program is compatible, you shouldn't encounter any problems.

I will answer any questions put to me about the SAM or +3. James Wightman, 8 Sherwood Walk, Aldridge, Walsall, W.Mids WS9 8BT.

I am very confused! In the March issue of CRASH somebody wrote into you about the Sam Coupe and said when they got it they loaded up Batman the Movie and it worked, and in the following issue somebody wrote in and said they tried to load it but it didn't work. I happen to own this game and I am very interested in the Sam Coupé, so what I'd like to know is does it work or doesn't it?? I also wish to know if it is possible to load games on the Sam Coupé from a normal personal stereo?? Steven Herron, Northumberland NE71 6AG.

Like the Speccy (except +2) the Coupé uses an external tape player to load in data. Batman will work using Patch 3 but is sensitive, so a decent reliable tape player is a must,

Keep on SAMing and look out for more letters next issue...

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Brmmm, brmmm! Yes guys and gals, guess what? I've finally got my car back; poor old Belsy the black Metro has been in her hospital bed for six weeks suffering from a bash up the rear (ooo, don't!). I've been taking her grapes and chocolates to cheer her up every weekend though — there's quite a smelly mess in my boot now: all that melted chocolate and fermenting fruit, it looks like tea time at the Caswells! One thing I've learnt — next time I see a big

bully BMW I think I'll hide and not bash into it! Tips galore this month, I've been sent so many long solutions to games that I've had to spilt some of them up to run in two issues. I bet you like being kept in suspense! The £40 software prize goes to Daniel Leach of liford in Essex for his solutions to Hammerlist and Dan Dare III. The games are whisking their way to you as I type. Daniel. As well as those offerings I also have the complete lowdown on the new Pokemania and a cascade of cheats. So get stuck



RAINBOW **ISLANDS**

Continuing on from Issue 76 here are more tips for that brilliant game, Rainbow islands. The continuation has come in from Mark Currie of Liverpool.

General Hints and Tips

One: You can use your rainbows to walk through walls by firing them through the wall and walking over them.

Two: You get an extra life by getting all of the diamonds on an Island. Three: To get the diamonds, you must a) fire a rainbow over a baddy and break it so it lands on him or b) use one of the magic objects.

Magic Objects Red necklace with a dot at the bottom (not normal red necklace): Get this and whenever you jump, stars fly off you in all directions. Blue necklace (as above): Get this and weird stars tall from the sky killing the baddles.

Small teat: Makes a spinning thing fly around you.

Yellow box of wings: Makes you grow invincible for a short length of

Cup of destruction: Kills everything in sight (except you).

RAINBOW ISLAND 3 -Monster Island (continued) Round 12: Take your time on this

round, but watch out for the bats. Don't miss anything out: try to kill all of the baddies on a platform with

The Big Baddy! - Dracula As soon as you reach him, jump onto the furthest right platform in the middle. Face Dracula and fire loads of rainbows. When he moves a bit closer, jump on them and he should die

RAINBOW ISLAND 4 -

Toy Island Toys

Bouncy boxing gloves: These act in the same way as the skeletons on Monster Island.

Spinning faces: These spin around the Island at random. Watch for them coming from the top of the screen.

Spinning coins: These just spin from Jeft to right and are easy to kill. Giant faces in circles: These bounce around at random but very

soon home in on you. Water pistols: These move from left to right firing water at you. Kill them

just after they shoot.
Telescopic tweezers': These are easy to kill. Just jump up behind them and shoot.

Round 13: Watch out for the boxing gloves and spinning faces. Try to shoot them straight away.

Round 14: This has all the baddles of round 13 but has the extra giant faces and water pistols. Just shoot 'em alli

I a do a to freguence of colleges was a top of a good, and

Round 15: This round also) has 'telescopic tweezers'. You nneed to watch out for the giant facess when there is a large area of sky 1. Try to stay in the middle.

Round 16: This is much thee same as round 15, but watch out t for boxing gloves landing on youur head. The Big Baddyl - Glant Faace As soon as you get here, stitand under the middle platforms; and fire loads of rainbows. When hee goes through them, jump on them. This should waste him. Turn rouund and do the same again. Continuue this until he is dead

RAINBOW ISLAND 5 -Doh's Island Doh's Troops

Diamonds: These come in I top of screen and go out bottom, I but they go though platforms and destroy your rainbows.

Everything else on the islamd does pretty much the same thing; bounce around the screen getting iin your way. These things are: spirmning cones, spirnning cubes, spirnning pyramids, spinning balls (0:0-er) and spinning things that are impossible to describe

Round 17: This round features the cones, cubes and pyramidss. You need to look out for them biogause they blend in with the background.
Round 18: This round features the things in round 17 but also the undescribable objects. Don't bother trying to shoot them all, there are

too many and it's too hard Round 19: The extra enemies in this round are the balls and the diamonds. A good way to do this round is to stay at the right hand side in the section numbers, but watch out for those diamonds. Round 20: There are no extra baddies here, but it's better to try and get to the top as quickly as possible, avolding things instead of shooting them all.

The Big Baddyl - Doh Himself Doh just sits at the top, firing waves of diamonds at you. Stand a bit to the left of him and when he fires diamonds, run ever to the right, jump up and fire at him. As you land he will fire more diamonds so repeat this, but going in the opposite direction. Repeat until he is dead

RAINBOW ISLAND 6 -Robot island

Robots

Normal robots: These walk from left to right firing at you. Flying helmers: These arefast moving critters that home n on you Blast them.

Bouncing screws: These nove in the same way as the boxing gloves on Toy Island.

Spinning spanners: These spin around the Island trying tokili you, Botts: These move left ant right, falling off the edge of platfirms but homing in on you after a vhile.

CRASH JULY # 31

CERTAIN THE WARRENCE TO STATE OF THE STATE O

Round 21: On this round you must watch out for the helmels coming down on top of you. Try to stay in the middle of the screen as there are less enemies there.

Round 22: Here you must keep a sharp lookout for the botts and shoot them quickly or they will

home in on you.

Round 23: Watch out for the three helmets on this leval which attack you right at the start. Go to the left, turn around and blast them.

Round 24: Watch out for the helmets and spanners on this level but otherwise it's easy.

The Big Baddy! - Giant Robot Stay in the middle, facing right and fire loads of rainbows. When he's on the edge of them, jump onto them and he should be destroyed.

RAINBOW ISLAND 7 -Dragon Island Baddies

Bouncing knights: These move the same way as boxing gloves and screws

Dragons: These fly through platforms firing shots at you.
'Mr Potato Head' men: These walk left and right firing at you.

Blobs: These move from left to right falling off platforms until they get to the bottom.

Ghosts: These just drift around the screen being ghosts(!)
Walking knights: These do the same as the potato head men.
Round 25: Watch out for the dragens at the start of the round.
You can block their shots with your rainbows.

Round 26: At the very start of this level some blobs will fall on top of you if you're not careful. Try to avoid them.

Round 27: The bouncy knights and dragons are the pain in this round Try to stay to the right to be ready for them.

Round 28: Go quite slowly on this round and kill as many enemies as possible. You needn't bother killing the blobs.

The Big Baddyl - Glant Dragon As soon as you get here, jump onto the lower left platform and live, lacing the dragon. When he shoots at you, jump on the rainbows and over him to the right of the screen. When he shoots at you again, run under him and turn around. Fire lots of shots, and when he goes down so that only his head can be seen, jump on the rainbows. This should kill him.

THE END! Now read the message and wait for the note from the Rainbow istends inhabitants.

POKEMANIA

Fear not all you slaves to the poke. The master hacker, Graham TURBO' Mason is here again with a scintillating selection of

scrumptions hacks for your Speccy. On the starting line this month is...

Hoppin' Mad (againt) - Infinite balls American Turbo King - Infinite cars Yogi's Great Escape - Lots of Yogis Future Bike Simulator - Infinite

E-Motion 126K - Loads of ball bouncers

E-Motion 48K - Even more ball bouncers

Darius + - Funny shape ships!
Dan Dare 3 - Easy this one!
Jungle Warfare - Infinite ammo and

Black Tiger - Lots of Black Tigers
Guardian Angel - Infinite angels
And now for a little message for
all those of you who regularly
write to oi' Turbo... could you
please send all your letters in to
me at the usual Newsfield
address and I will send them on
to the man himself to sort out.

HAMMERFIST

Someone's been busy! Daniel Leach of liferd has completed Hammariist and Dan Dare III in one day. Phewwee!! Here's part of his solution on the first of the games. More of it coming soon... Sheet 1

Press down to get out of the matrix. If you aren't already, select Hammerfist and destroy the three matrix pods by firing up twice below each one. Then head but the screen at the left hand end. When the 'Security System Breached' sign shows up, get out through the right hand end of the screen.

Sheet 2

Turn into Metalists, run to the end of the screen, destroy the V.O.U. and two screens pext to it. Jump onto the desk with the screens you just destroyed and from there do a high Hac-Hac to the other pletform. Destroy the two T.V. screens up there and kill guards until the 'Security System Breached' (S.S.B.) message comes up, Fall down to the floor and move to the griffe, it will open and you should walk through it.

Sheet 3

First of all, turn Into Hammerfist and destroy the growth in the bottom left corner by firing down. Turn round and destroy the flower hanging down by firing right, keep firing right to destroy the mound of eyes. Turn into Metalisis and jump between the eye and the flower hanging down. Turn into Hammerfist and while standing between them, fire up. The laser will bounce off the platform above and hit either the eye or the flower depending on which way you lace. Once both are dead, change into Metalisis and jump onto the platform above the iron grille door using a high Hic-Hac. On this

platform, stand at the very left edge and high Hic-Hac to the top platform. This may take a lot of practice. All the top, move to the door, hill it and go through. Do not head butt the flashing lights at the top; they drain your energy. If you need to go back to Sheet 2, head butt the grille and go through.

Sheet 4

Turn into Metallisis to save on laser botts and move over to the three TV screens. Head but them and keep destroying guards and robots unil the S.S.B. message comes up. Now go to the door on the bottom level, jump into it several times. The door will open. Go through. There is a door on the top level but it leads to a dead end.

Sheet !

Turn to Hammerfist. Destroy some of the bouncing balls to give you time to turn into Metalists and kick the door. It will oper. Let the fittle droid out and let the door shut behind him, keeping him out. The flashing point on the well is an energy socket. Headbutt it to get energy, however, if you let your energy bars go to the top it will drain your character of all its energy. Head butt the Iron grille and go through the open door. If the security system is still active, let the droid out. Head butt the door and go through.

Sheet 6

When the first lift is down, change to Metalisis and fall onto it. Because she is light, the lift will go up. When in range of the door, sommersault twice into it and go through. Do the same for the next lift and door. Don't worry about the crates falling down. Turn into Hammerlist and go out onto the lift. Let the lift take you all the way down. Turn to Metalisis and hit the door twice like last time. Turn into Hammerlist, take the lift and blast the door twice, go through and exit the screen to the right.

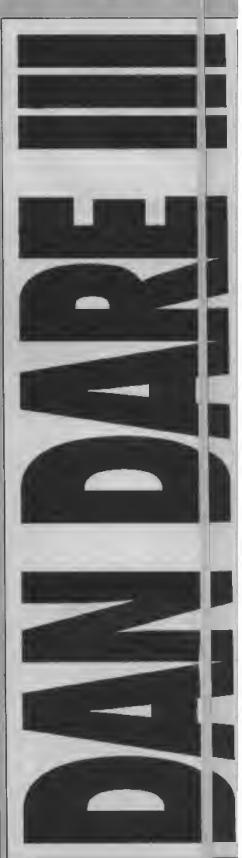
Sheet '

Shoot all the boxes except for the last one while at the same time destroying the androids until the 5.S.B. message appears. Head but the door at the bottom and go through. Shooting the crate drops it revealing a skull icon, don't pick it up.

Sheet 6

Turn to Hammerlist. Hit the door and keep destroying robots. Destroy the V.D.U. by head butting it. Keep killing robots until the S.S.B. message comes up, then hit or kick the door at the end several times, go through and load the next part.

More of this brittlant solution to Hammerlist next issue...ahh the suspense!



CHAPTAKE WENDERFORDER



DAN DARE III

The complete solution to Dan Dare ill as completed by Daniel Leach of liford along with his solution to Hammerfist. I printed the atore stage solution last Issue so here's the continuation with maps from Terry Hill again.

Once in level one destroy all aliens in immediate area and go down the tunnel. Follow the corridor, destroying aliens on the way until you reach the end. Situated at the end of the corridor is a lever. Move onto this and press down, it will open a door. Go back, keeping an eye out for baddies and go through the new exit. You'll soon find a way down, do not go down this as you get ambushed when coming back out, but keep going. There is now a narrowed section of the level with four red bad guys bouncing up and down, destroy these and go above and past the gun. Just past the gun is the Mekon and behind him the fuel, first get the fuel by going behind the Mekon then shoot his back (cowards!). When he dies he'll drop the key to level two take it and go to the telepod. From the telepod go to the store by selecting the store icon and pressing down. Pressing down in the telepod without selecting the store icon takes you to level two. In the store get e full complement of lives and transport to level two.

Lavel 2

Upon entering level two charge the plasma rifle to full power and walk right but don't fall off the telepod. Two fish will charge at you, destroy them. Charge to full power and loop around to the back of the telepod. Let yourself fall and there will be a tunnel leading down, Take it. At the bottom move left, destroy the three nasties and go down and left. You should now be in a long corridor. follow it slowly as there are loads of aliens in this one. The corridor will open up to a wide lunnel going up. Ignore this and instead, keep moving right into another corridor. At the end of this corridor are about live bad guys, kill them and go up and collect the 10th of rocket fuel. Go back to the pod. If you are short on lives go to the store and get some more, if not then carry on... From the telepod go right destroying aliens as you go. When you come to the gun liring at you, walk on the floor as it can't get you there. Walk off the platform and fall down, keeping your gun fully charged. Fell down without moving left or right and you will find the Mekon Destroy him with one big shot and as many small shots as it takes. Get the key and go down. Destroy the bad guy, take the fuel Jet up-right to the other opening in

The cavern and then go down. At the bottom move left, destroy the two monsters and take the extra ammo. Move left along the corridor and at the end kill the four monsters hopping up and down. Go left into a large cavern and jet along the ceiling to the end. Turn around and fall down, you will just miss the Mekon's barrage of fire. Walk left, tapping fire for small shots so as to keep the Mekon's fire from hitting you and kill the Mekon. Take the key and move right slowly. Destroy the red allens and go up to take the fuel. Return to the store to fill up on lives, ammo and fuel. Go to level

Charge up the rifle to full power and move right. Kill all the red allens and move on. Go over the gun and take the ammo. Move right, but don't move out of the comidor and kill the big bird with small shots. Go right and stand on the column. Shoot the Mekon with big shots and take the key. The key will say RETURNI and when activated and the telepod will take you to the store. Move right, kill the two green aliens and take the fuel. Go back to the telepod and get to the store. Once back in the store go to the computer and select: 5 *BLAST OFF's. This option will work now, as you should have the 50lb of space ship fuel needed.

General Hints

 When you're not sure what's coming next keep your rifle fully charged.

* You don't need SMART and BOUNCING BOMBS. They're a waste of money

* As soon as you enter the teleport sequence, move left to position in the centre of the screon

Touching the Mekon results in instant death!

* The guns are invulnerable to everything, you can't blow them up.

CHEATS

Another handful of fulfilling cheats for you this month. The goody bag this time round Includes a rather fetching Mission Fallout tippet and a Shinobi whopperl

Mission Fallout

On the title screen press BREAK and a speed menu will appear. Select your speed and press lire and another menu will come on acreen. This is a hardness menu. Select your hardness and press fire once more to start the game! (Nie Brooks)

Fighting Soccer

Give the opposition a goal kick. The player with the white arrow then moves his arrow to where he wants the goalie to kick the ball (this is usually the top right or left.



dependig on where the kick is being laken from). Position the ball in the best place possible (use your imagination) and hey presto, the goalie will kick the ball in his own nell He probably plays for Ludlow

Town!! (Neil Potter) Shinobi

Redefine your keys es G, R, U, T and S to give your little man the impressive gift of infinite lives! (Geoffrey Dallimore) Kenny Daglelsh Soccer Manager

What you have to do is borrow some money from the bank and spend, spend, spend. When you're almost broke pay any money you have left plus £1.00 back to line bank, You'll find you have minus £9,999,999!! Now buy any player available and play the next match. After the match you'll find that the minus sign has disappeared and you'll have more than nine million pounds in your pocket to buy all the good players. Oh by the way, you can repeat this as often as you like! (The Wiz)

Surface Tension

For all those of you who loved the cover game from the May issue but couldn't get very far, have you tried loading the game using the TAPE LOADER option (on +2, +2A and +3 computers). When the game loads you will be asked if you want to cheat or noti-(Captain Pugwash)

Betman - The Movie

On level one, when you come to the spot where three acid drops fall at the same time, duck, the acid drops will now not fall until you climb up a level or throw up your batarang.

(Bet Gilroy) Jason's Gem

When the game has loaded press W, A and S at the same time until you hear a beep. You will now have Infinite lives (Alf Roberts)

What do you think of the new trendy pictures of yours truly then? If you say you could see right up my nose last month? If come round to your house and hit you though: It wasn't my fauil the camera man was only three feet tall! Sorry I'm not

sizist... much My desk is beginning to look much tidier than usual. You can't be sending me enough letters with your tips and cheats to fill it up, so come on and get tipping. Sond all your efforts to the usual address. NEWSFIELD, NICK 'HIGHWAYMAN' ROBERTS. PLAYING TIPS, CRASH,

OR MUMMY, WHERE DO SPECTRUMS COME FROM?

ECIAL!

this year, and it was ten Sir Clive Sincloir is fifty this year, and it was ten years age he launched the first camputer branded Sinclair ZX. The ZX80 was followed by the ZX81 and then the ZX Spectrum. Six ZX incarnations later the Speccy is still the favorite! CRASH reveals the story of Britain's most popular computer...

• The SPECTRUM is the best and most famous ZX computer. But it's worth remembering the other computers that Sir Clive Sinclair

computers that Sir Clive Sinclair had a hand in designing before the ZX range was conceived.

By the late 70s Sinclair was running out of road, He'd hit trouble selling calculators and digital watches, and had been trying to make and sell a packet-sized TV set since the 60s. At last he'd produced one, but it was costly, unreliable and difficult to make.

One plan to roise money for the TV project involved o computer, the NewBrain, Britain's Labour Government bought a large stake in Sinclair's Tirm, Sinclair Radionics, to try to keep things going — but lost confidence after a while. Radionics was split up and Sinclair left to run a new firm, Science Of Cambridge.

The NewBrain was sold to Newbury Labs, then to Grundy; of one time it was going to be the official BBC micro, but it reached the market too late and didn't catch on.

Over Science. Cambridge, Sinclair and an engineer called Chris Curry pooled their experience and invented a horrid wrist calculator, with keys you could press in three

different directions for various functions;— a sign of things to

CHEAP AND USELESS

 Then they dreamed up a computer system which has never been beaten on price or uselessness — the MK-14. It used an obscure processor called an SC/MP, mainly becouse the firm that made it offered to design the computer, for nathing as long as

Sinctair used its chip.

The MK-14 had a calculator. display and keyboard, 0.25K of memory, and no box. Sinclair sold 10,000, and decided that computers were a good way to raise money. Science Of Cambridge changed its name to Sinclair Research. And after moonlighting for a while, Chris Curry left, to set up Acorn Computers.

In 1980 the first 77 computers. display and keyboard, 0.25K of

In 1980 the first ZX computer was praduced — the ZX-80.

Now, the complete MK 14 micro-computer system from Science of Cambridge





display.
The ZX-80 had been assembled for Sinclair by part-time home workers, but the ZX-81 was obviously going to sell to a many for this arrangement to work. So Sinclair did a deal with Timex, which owned a big foctory in Scotland. In return for building the ZX-B1 Timex was allowed to sell it in the USA, paying Sinclair

a 5% royalty. The ZX-81 sold well — as did the US version, the TMS-1000, when it popped up in 1982. But Sinclair was still after the BBC contract, and in the summer of 1982 he announced the ZX Spectrum — a colour computer aimed at would-be programmers, with 16K or 48K memory. The extra 32K was fitted on an extra board inside the computer, so it couldn't fall off.

The turning point for home computers was about to be reached! Isn't history fascinating!

NEXT MONTH

*'A last minute bodge was needed to make the keyboard work properly *The rubbery Spectrum keyboard was universally hated, so Sinclair tried to develop so Sinclair tried to develop something better-looking.'

A'The GL was launched, designed, manufactured and mode to work, in that order.'

A'On April 7 1986 Amstrad bought the right to make Spectrums, and to kill the GL.

DON'T MISS THE NEXT INSTALMENT OF SURVIVAL IN THE NEXT INSTALMENT OF SURVIVAL IN THE NEXT ISSUE OF CRASH, ON-

THE STORY SO FAR

ISSUE OF CRASH, ON-

ZX-80 £100, 4X ROM, 1K RAM; whole rumbers only, very limited block-and-whole graphics but basic 32 x 24 seven established total sales about 50,000

ZX-81
E70, \$150; 8K ROM, 1K RAM; flooring point matter, flow but continuous black and white drapkay. 500,000 sold in the first year

TIMEX TAS-1000 US\$100; licented ZX-81 — a big for for Times in the USA ZX SPECTRUM

\$125 (16R), \$125 (46R); 16R ROM, 116K/48K RAM; colour-graphics and much improved display circuity, 40 (200 issue 1 bysecrums sold; grey keys, add-on 30K, idead cockraceth bodge; 2K-81 price sat as £50 TMS-1000 prior out to 15\$3.45

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REVIEWS



Beat them and all you get is

more hell!
You're armed with a
machine gun, but by
collecting keys dropped by
dead foes an end of level
armoury can be entered.
Your route ain't easy; armed
and armoured kroops,
armeered trucks and
machine gun nests make
their presence left. Get to the
armoury and you can take
your pick from a range of
lege and very lethai
weapons — shotgun,
liamethrower, homing

missites, nitro (with a wonderful pyrotechnic display when launched), three-way and power ups. The weapon chosen is displayed in the status screen, along with the amount of ammo held. When empty, the extra weapon is dropped and you return to using your pea sheoler (unless you picked up extra ammo in the amounty).

Midnight Resistance in the

Midnight Resistance in the arcades is graphically good, but the game type has been seen many times before,

NICK This guy can certainly hand out some serious aggro, and the game is amazingly addictive. You just have to pick up the joystick to be whisked into the hero's combat boots. Graphically it's great: the main sprites are beety chaps who stride around as if they mean business (as indeed they do). The armoured vehicles that attack from time are tough to crack, and this is why it's imperative to regularly visit the armoury. Seemingly impossible, but this game is more playable than its arcade parent! Brilliant!

which might lead you to think 'yawn, another shoot-'emup', but Special FX have come up with the goods: programmed by the guy who arought you Balman — The Caped Crusader, Midnight Resistance is packed with biasting mayhem. Graphics are very impressive indeed, all sprites and backgrounds beautifully detailed, and the difficulty level is set just but the right side of irustrating.

Highly recommended.

MARK 94%





Ocean/Special FX ■ £9.99/£14.99 ■

hiist working on a lop secret research plan your grandad and five other members of your tamity are kidnapped by a mysterious alien force. You tough, stubble-jawed mercenary type are the one to rescue them! Leap off the back of a jeep and face nine levels of blasting mayhem. A barren cityscape calches your eye, but not for long because a horde of thugs run at you with murderous intent.





An average coin-op transformed into a brilliant computer shoots and the

combining supply suren				
ESENTATION	87%	D		
IAPHICS	90%	Б		
UND	80%			
AYABILITY	90%			
DICTIVITY	88%	Z		
VERALL	93%	n		



THE CYCLES

Accolade ■ £9.99/£16.99 ■

ere's e motorcycle racing game on some of most Tortugus tracks in the world that all speed merchants will love! Start by setting the options: Practice, Single Race or Championship Circuit. Then set the difficulty level between easy peasy al one end of the scale and 'Azaaghi Where are the brakes!" at the other. Finally, log in your name and the number of laps you want to race

(1-99). Three bikes are on

these you're up against nine other recers, with the Championship Circuit offering the added fun of slowly clawing your way up the leader table.

Whichever mode you play The Cycles, it's fun, and you get tastelvt day-glo sunspecs with the game too. In real life I prefer driving a car (though not as suicidally as Nicko) to riding a bike, but unlike Nick I enjoyed playing this game. Okay, it isn't graphically stunning, but I found it playable. Perhaps Nick doesn't like racing games after his car crash.

MARK 85%

NICK Cycles is a typical Accolade conversion. They make a fantastic simulation of motorcycles on the 16-bit computers and then attempt to bring the game to 8-bit unsuccessfully. The packaging is plastered with screen shots of the IBM PC version not the Spectrum — a tad misleading. The graphics consist of patchy coloured cycle handlebars and a monochrome area where the undetailed track trundles by. When racing the odd opponent zooms past loc: nothing special visually, and there's no lune, just a motorcycle noise effect.

Playing the game isn't too bad once you master the controls. Hit every corner at correct speed or you go flying off into the grass. Play doesn't seem loo difficult though: I go! first place every time on the hardest difficulty! A world record think! Cycles is a mediocre simulation of a nall hiting sport, not suited to the 8-bit capabilities.

offer: a 125cc wimpo machine, a 250cc butch machine and a 500cc suicide machine no one in lheir right mind would choose.

It's best to choose Practice mode first, mainly to get used to handling the machine. You can spend most of the time in the first tew races on the grass cather than the termec. But once a bit of control is galined, tackle Single Racelor Champlonship. In both of

Disappointing simulation for the legged molorbike racing affelonados

PRESENTATION	70%	-77
GRAPHICS	65%	5
SOUND	45%	5
PLAYABILITY	65%	
ADDICTIVITY	70%	Z
OVERALL	68%	0

WORLD CUP SOCCER 190

Virgin Games ■ £9.99/£14.99 ■

orid Cup Soccer
'90 is the only
'official' World
Cup soccer game,
and thus the only one
allowed to sport the little
stick man mascot (named
Clao). It's also taken from an
arcade coin-op of the same
name, though it must be an
obscure one 'cos I've never
zoen it. So, two licences
packed into one Speccy
game — does quantity equat
quality though?

It's your chance to go to the top and grad that coveted gold trophy. Brough the other teams will obviously put up a light. First choose a one or two player game, lell the computer whether you own a colour or black and white lelly (i kid you no!) and pick to play England, Belgium, Italy or Spain. The first qualitying game is played



against the US of A (isn't Gridlion Football the

American sport?).

The task is simple: score as many goals as possible in the time allowed (which is what soccar's all about, really—Ed). The player under your control is highlighted by an arrow, a good thing because all your team males look the same. Control of a player can be switched by pressing the firebutton when not in possession of the balf.

When in position to score a goal the view changes from a side view to behind your player with the goal in front of you. The same sort of view is presented when you're

detending (though you control the goal keeper). If you beat the USA you move onto the next match, and the next until you hold that cup in your hands, or fail miserably

as the case may be.

Sprite movement is very nice, but then the backdrep for the main part of the game is green so the computer's little memory chips aren't stretched too far. My two main niggles are the opposing teams' colours, e garish pinky sptodge (yuck) and the lack of sound (unless you count the annoying whistle). Still, it's playable, and by no means the worst around.

MARK 70%



NICK I'm not a great tan of soccer games as a rule, but I did find World Cup Soccer 90 quite good fun (until I was knocked out in round two). This is a basic toolball game: none of the endless options you get with most, just a pitch and a few players to kick the ball up and down.

The graphics have a digilised feel to them, but I don't think they are. The programmers have tried to give them a more realistic took than the stick men or earloon players of other games. Their cotouring is a little splodgy of times, especially when the always not loveling and class.

games. Their colouring is a little splodgy of times, especially when the players get together and clash.

One fault I did find is that tree kicks, goal kicks, etc are computer controlled leaving you just watching, and the goalie doesn't dive! To save a goal you just position him where you think me opposition are going to boot the ball. A good basic football game.

No-messing looty, Good, but lacks friff-making polish

PRESENTATION 74%
GRAPHICS 69%
SOUND 40%
PLAYABILITY 73%
ADDICTIVITY 69%
OVERALL 71%





Armed only with your bare fists and a knife, you track the terrorists down to an old warehouse swarming with guards. You have to fight your way through in search of your relatives — and the all-important evidence for the police. As you play additional weapons such as AK-47 Kalashnikov assault rifle, an Uzzl machine pistol and grenades can be found.

When this tirst area has been thoroughly searched you leap into your trusty Ferrari F40 and bomb down the highway. Even here you're attacked by enemy forces, but if you were thoughtful enough to pick up the access card in the warehouse, the F40's weapens systems can be used. Can you save your kin In the hour alotted? Their fate is in your hands... Vendetta is an

System 3 E9.99

qu're a leen, mean Highling machine a mercanary. Your professor brother is developing a secret lormula which in the wrong hands could spell the end of the world. Terrorists muscle in:

they kidney the professor and your niece and demand the formula in one hour — else they get it in the neck.

It's time to go into action — this is a personal vendetta. And for some reason the police think you're responsible, so you lake a camera atong to collect evidence of your innacence.

Vendetta is really the cat's whiskors! I haven't enjoyed playing a game so much for ages. You just get so involved in the storyline and examining all the drawers and filing cabinets - great tun. The game is set out like System 3's Last Ninja II, where the main character can roam around each 3-0 screen and its objects

beating up terrorists. Each screen is highly detailed and close examination of every nook and cranny is essential. Certain objects can be immediately opened, others need a bit of persuasion with a crowbar! Just section one would have made a brilliant game

Vendetts has an added books of a great car racing section.
You jump into the driver's seat of a flash sports car and drive
off in search of all that is evil. It's all a a joy to play and, beasting many of the most successful elements a game can have, it should be a smash hit.

91%



arcade/strategy game with tow equals. The graphics are superb, the monochroma sprites and backdrops are wonderfully detailed. The action comes thick and fast, and you have to keep your wits about you when searching for cluss. Purchase this game immodiately (If not sooner). **MARK 92%**

> A brilliant areade/strategy game, Grab that crowbar and go for it.

PRESENTATION	90%	33
GRAPHICS	51%	Б
SOUND	30%	
PLAYABILITY	92%	
ADDICTIVITY	89%	Z
OVERALL	91%	0

■ £9.99/£14.99

ld wimpo James Bond has nothing on youl As a secret agent you've been in more death delying scrapes than he's had not dinners. This latest mission is one of your loughest yet: slop the Council For World Domination terrorists running riet.

Action starts with you plummeting down from the heavens, luckily wearing a parachute, but then so are the attacking terrorists. Blast 'em away with your trusty 9mm pistol; ammo is limited but supplies drop from the

At the end of this section your parachute opens (If it doesn't it's panic time), you leap astride a powerful motorbike and rear off in pursuil of one of the CWO's leaders (probably the one with the white cal in the diamond cellar). Motorbika riding and jetpacking terrorists threaten life and limb, but again your firepower should win the day. The villain's car is caught and his three heavies gunned down. On the subject of guns, three types are on offer: you start with a pistol, but by picking up a machine gun and the five parts to a golden gun more firepower can be yours.

There are eight levels to battle through, and each one is tougher than the last. Especially the underwater scenes where, with harpoon gun in hand, you brave terrorists and a band of Jaws rejects.

Though playable, Secret





NICK We haven't had a good old secret agent game for ages. The last playable ones similar to this were the Saboteur games. Siy Spy — Secret Agent is brilliant. I was hooked from the word go! The game has been well programmed and designed right down to the last byto. All graphics are detailed and well animated, making good use of simply white on blue; however, there's a bit more colour on the screens between levels and the status area. A groovy tune plays in the background as you battle your way through a sky diving shoot out, motor cycle massacre and some dare devit diving. The tevels are full of hazards and bonuses that will keep you playing for some time. Sly Spy — Secret Agends set to be one of the best games of 1990. Get your copy today · you won't regret it.

Agent just misses out on greatness, tacking that special something to make it a real hit. Graphically it's very good indeed, with highly detailed sprites and backgrounds; a pleasant tune warbles at the dart of the 128K game, though in-game sounds are limited to a few good effects. The lovels are pretty short andmaster blasters may find it a bit easy to complete.

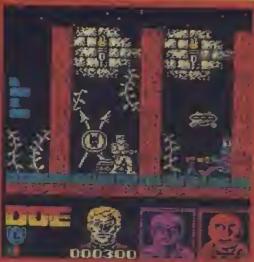
HARK 85%

A thritler for all budding 90s beroes, packed with enjoyable gameplay.

anlokand	ក្នុងសេខឯរ	ıy,
PRESENTATION	85%	77
GRAPHICS	87%	
SOUND	83%	
PLAYABILITY	83%	
ADDICTIVITY	84%	Z
OVERALL	88%	O

EARTH





Enigma Variations

lash Gordon,
Mandrake The
Magiclan, Lothar and
The Phantom are the
square jewed heroes from
the golden ege of cemics
now enjoying a revival in the
Saturday morning cartoon
show. Fiash Gordon's old
enemy Ming The Mercliess
is the chief baddle; he's
kidnapped the fab four's kids
and is holding them in the
depths of his fortress. Ming's
message is clear; the
foursome must stay out of
his plans to take over the
world. If they don't, the kids
diet — Isn't comic strip life
simple...

You control gun toting Flash as he attempts to penotrate Ming's fortress against stiff opposition. He is not alone though: a grass of the keyboard buttons and his pals come to his ald. Lother and The Phentom are very useful opening doors, Mandraka can create optical illusions and their cute pet. Zuffy, generally gets in the way

way.
That's basically III Guide
Flash around the fortress and
keep out of trouble! The
game's initially vary
playable and the backdrops
are quite colourful, though
for the main part the sprites
are monochrome. Delenders
Of The Earth may appeal to
fans of the cartoon series.

MARK 70%

An blasting rump for fans at the TV series _ with only short term playability.

ı	PRESENTATION	80%
	GRAPHICS	75%
	SOUND	80%
ı	PLAYABILITY	76%
	ADDICTIVITY	74%

OVERALL 76%

NICK Will Raff Cecco ever rest on his laurals? I certainly hope not if he keeps producing games like this! His Cybernoid games were beyond bellet, and now Stormlord looks set to carry on the tradition. Deliverance is an action packed game, toll of exciting graphics and plenty of colour — and it's tough! Stormlord was a piece of cake in comparison. The tunes and sound effects that accompany the action are equally impressive. Another masterpiece of programming from Raff Cecco and Hewson which should keep you playing for ages!

89%





Stormlord returns - action packed, but tough

		_
RESENTATION	85%	7
RAPHICS	85%	Б
OUND	82%	
LAYABILITY	83%	
MODICTIVITY	B4%	Z
DVERALL	85%	S



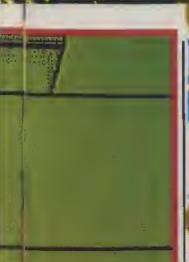
US Gold/Tiertex ■ £9.99/£14.99 ■

he World Cup reigns supremei Italy 1990 Is US Gold's entry into the looty stakes, and

not bad either.

First move is to set playing options: choose keyboard or joystick, then pick a one or two player friendly match as a warm up, set the playing time or enter the big event itself. Next choose the

RICHARD It's as if there are more World Cup games argund at the moment than the locky teams in the actual championship itselfs Good news is that Haly 1990 is a well-deserved qualifier. Wade through all the options at the start and you're in a decent footy match. The action is certainty test—the player sprites are a decent size and bomb around the plich. They're well animated too—you could get out of breath just watching them! One niggle is that when the opposition boot the ball way down the pitch you never know where your players are—you have to wait until one appears within the playing area. The on-screen presentation is superb; the option program, though taking up one whole side of the tage, is easy to use and graphically very one whole side of the tape. Is easy to use and graphically very detailed. This is a smart product — a neat game and a brilliant 68 page booklet which brings the atmosphere of the season into your home!



country you wish to represent and go play ball.

The players are seen from a bird's-eye perspective, but their bodies are in view. The player under control is denoted by an arrow, this changes only when another player is deemed by the computer to be nearer tha bell than the current one, or You hool the ball to another player. The power of the shot is determined by how long the fire button is held down, coupled with the players' Individual strength. When they arise, throw-las, penalties, corner kicks and goal kicks add to the fun factor. Though the referee's ability to hand out yellow and red cards is a thit frustrating if you foul like errazy.

Tengen/Domark

■ £9,99/£14,99 ■

innet X is a peaceful

outer space the avii

place, until from

Reptitions arrive. They to:ce the Earth scientists stationed there to

creats tings war robots to be used to destroy Earth. Enter the heroes of the game —

two members of an Interplanetary SWAT team

hostages, destroy the robots, destroy the Reptilans and finally rescue the lovely

Take your pick of Jake or

Duke and go for lift The planet is split into fectories, and each one is split into levels. Each level is reached by

activating an escalator. Your first concern is to rescue the

clad lemales, so you don't teal too had about being thrown into the middle of the iray. Of course, the enemy

forces are going to attack you, but with your ray gun and smart bembs killing the myriad robots is a sinch.

Each time you're hit your

energy goes down; raid the lockers which contain lood

hoslages, these are bikini

altempl a four pronged

Professor Sarah Bellum (Sarah Bellum? Ho ho).

olther a ladder or by

mission: rescue the

Haly 1990 is nicely packaged with background info on the history of the World Cup and a real chance to win tickets ico the big match. The grasphics aren't exactly stunning, but It's fun to play, and theat's all that really matters...

Mark 78%

Highly enjoyyable footy tomp with a loads of stmosphere - — bootiful

PRESENTATION	84%	1
GRAPHICS	75%	5
SOUND	55%	
PLAYABILITY	76%	
ADDICTIVITY	76%	Z
OVERALL I	2004	0



and bombs. Ray power can be boosted by collecting the crysta's dropped by robots. The Reptilons take all your skill (and a good chunk of luck) to defeal. Can you do it? Play and find out "cos it



really is worth the effort. The sprites are monochrome, but they contain many of the arcade version's humoreus louches. The best being the way your character clings to the side of the platform II he

falls over. Day slight niggle is the low number of playing credits: two aren't really enough to get you very far in the lirst few gamos (especially with two players). Despito that, this game (f



This is just tike stepping into a cartoon strip! There is a set of full colour pictures that tell the story at the beginning of the game, setting the atmosphere perfectly. The game itself is action packed with robots attacking and unexpected things happening on each screen. The main mean I have with EFTPOTRM is the control

method. As the game is in 3-D, the programmers have chosen a method where you can swivel felt and right on the spot end go forwards. This is highly confusing at first: it takes some mastering, believe met

Graphics are small but full of animation and detail. You have to keep your eyes peeled all the time or things like spikes shooting out of walls and the floor swallowing you up will catch you out. The two player option gives even more excitement with both players battling it out together. EFTPOTRM is a must. If you are anything like me (a nuller) you'll enjoy every minute of it.

refuse to repeat the little 'cause I'll run out of breath) is fun to pley, in fact it's a birrova Smesh!

MARK 90%

Forget the stilly title — just play, play, play! PRESENTATION 88% 88% GRAPHICS SOUND 81% 90% **PLAYABILITY** 86% ADDICTIVITY OVERALL 90%

Pacific

■ £9.99/£14.99 ■



position whilst a flashing black tells you when to press the fire button, all you do is decide the power of the shot elc. Whichever option you choose, the game content

In Tournament or Season mode your progress depends on how much dash you win. It you're knocked out of a

likes of Becker and Lendi before you know it.

The game kicks off with a nice like tune (in 128k mode) and the choice of options is Impressive. But the sprites are very basic, small stick men indeed — once you get used to that it's the playability and accuracy of International 3-D Tennis that makes it a real and impressive simulation, Even after Wimbledon you'll be back to play again

MARK 80%

remains the same: two stick figures stride out onto the court and whack a small yellow ball over a net.

match early you only gain a faw thousand doltars. If you survive you could be a militionaire and up with the



he great English sporting event of the year, Wimbledon with strawbs 'a cream, is upon us. As with fooly games, a spale of tennis releases are here: International 30 Tennis from Palace is the latest.

The time-henoured option screen starts you off. Choose a one or two player game (single matches), or for greater challenge either Tournament or Season mode, plus four skill levels: Novice, Semi-Pro, Pro and

The difficulty levels greatly affect how the game is played. Many games are frustrating because you can't move fastenough to hit the ball. On Novice level, you don't have to run at all! The computer moves you into

> A smart simulator, lacking thriff power to make it

zmazmuð		
PRESENTATION	80%	
GRAPHICS	73%	
SOUND	79%	
PLAYABILITY	77%	
ADDICTIVITY	85%	
OVERALL	700%	

Scetlander ■£9.99/€14.99

h dear. You're not going to like this. Hooray For Henrietta is an educational game. Oh dear. Sorry, but it features no aliens, no laser death cannon or anything like that, This is all about maths. sums, adding-up, takingaway, y know the stuff, if you're over 12 years old, it's okay, you're excused; but for 5-12 year olds — tough! You're going to learn a bit more about addition. subtracting, multiplication and division (the very words lbat strike lerror into my heart).

But wait, what's this? It's not boring? No, not at all. What makes Hooray For Henrietta is the fun story behind the game and the consequences if you can't solve the sums. It's like the Sesame Street way of learning — give 'em semething to laugh about and they'll forget it's homework (Fat chance -Ed)!

The story's this: Hopeless Henry is due to be married to Henrietta, but the mischievous bird John The Parrot is out to cause trouble. John has stoten Henry's coat, hat, frousers and boots and kidnapped Henry. To make matters worse, if you can't rescue Henry in time, John drops him into a vat of cold custard! Ugh.

Hooray For Henrietta comes with two slandards of play — one for 5-8 year olds, and one for 9-12 year olds, both are essentially the same except for the level of difficulty in the questions. Both versions have eight different levels ranging from easy to hard, Each mathematical skill has its own mini-game. If you answer enough questions correctly within the time limit Henrietta gets to save

Henry, it not John drops the custard. Get through all sections correctly and the marriage can go ahead. Doncha just lurve happy endings?

BRES SERV Pine there PERS SER ---4644 7485

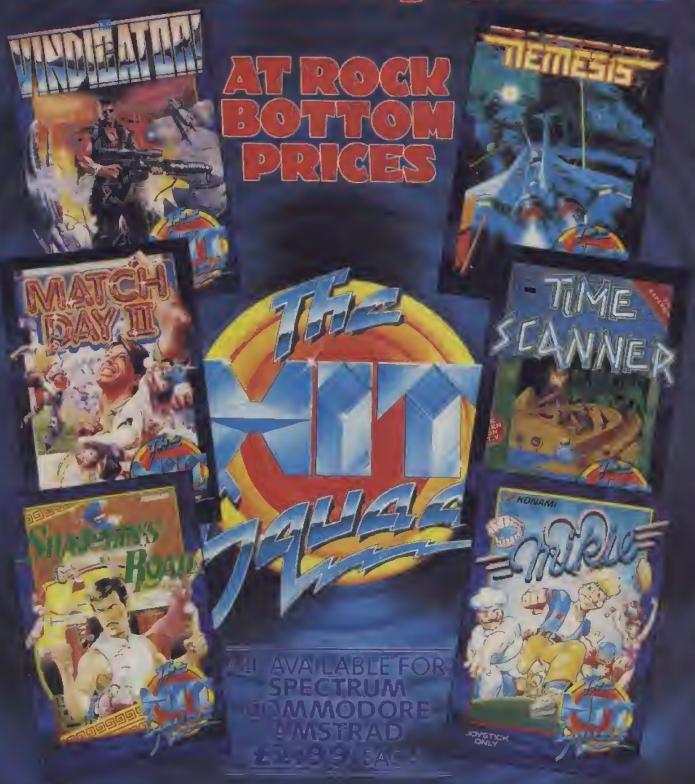
Succeeding on all levels, Hooray For Henrielta achieves a perfect balance of learning and having fun. With a little bit of adult help even the very young should have no difficulty handling the program; all the user does is type in the numeric answers and the program does the rest. The pack comes complete with a John The Parret hadge, a guide to the program for parents and basic instructions and story card. The graphics are basic, but are a welcome addition, brightening up a usually hated subject.

RICHARD

TEN COPIES OF HOORAY FOR HENRIETTA UP FOR GRABS!

Yes - CRASH has ten copies of Hooray For Henrietta to give away. So, if your school has a Spectrum, or you're a parent with a little 'un who could do with a bit of torturing, erm, learning, this is your lucky day. Just send us your name and address, along with the name and address of the school or person you think would benefit from Hooray For Henrietta, on a postcard (or the back of a sealed envelope) to NEWSFIELD, HOORAY COMPO, CRASH, Ludiow, Shropshire SYS 1QW. Firet ten entries out of the hat on July 19 get themselves a copyl if you're interested in Hooray For Henrietts, but can't find it in your local shop, write to: Scetlander Ltd, 74 Victoria Crescent Rd, Glasgow G12 9JN for further details. Hooray!

NICK A very sporty month) I've been playing faotball international 3-D Teams is... different, like tennis in Freescape, the programming method used in Dritter and Castle Master. The players look a bit odd — they have Irlangular heads, bodies made from lines and sway from side to side all the time. The court is also drawn in lines, which can make things difficult to decipher at times. The audio side is really good with times galore including a groovy rendition of the TV tennis theme! This is more of a novelty game than one you really get into, I prefer having players look like the real thing! But if you're after a real tennis simulator, this is the best to get! TOP QUALTRY GAMES



THESOUNDS

LITT SOULD

BIGBUDGET

It's your guide
to the cheapest
thriffs around
with Nick Roberts in
the driving seat (oh
no! Lemme out!!!
—Ed)!

YOGI'S GREAT ESCAPE

Hi-Tec Software ■ £2.99 ■

I'm smarter than the average bear! Well you'd have to be to survive in this new cartoon adventure from Hi-Tec. You take the role of good oi' Yogi Bear who's trying to escape from Jellystone Park. The park is to be closed down and all the animals moved to the zoo, so' Yogi decides to run away — no more picnic basket nabbing for Yogil

Different platforms, moving floors and other obstacles must be negotiated by our lovable bear. You have to keep Yogi on his toes too. If you slow down, 'the Ranger will catch up with him, and off he goes to the zoo.

There are six levels in all, starting with Jellystone Park going through to the Fun Fair and New York



City, each with its own detailed backdrops and sprites — new nasties are out to get you on each one too. The trouble with the game being in monochrome is that some times you can't see where

things like snakes are hiding.

As well as escaping from the park you have to collect six parts of Yogl's car, six bags of money and six cowboy hats to get an extra super-dooper bonus.

Yogi's Great Escape is a fun, addictive game. Take control of one of your favourite cartoon characters and have a great time, I can't wait to see the other games in the HI-Tec/Hanna Berbera series, Ikana Berbera Phopey!

Overall 79%



I seem to remember playing something like this in an arcade years ago...ah sweet memories! This computer version is a bit more basic and doesn't have the fun and excitement you get from



racing through a digitized landscape with crowds of people watching you!

As you may have guessed, it's set in the future. All the world's governments have banned the motorcycle as we know it today. Someone who didn't really like this decision was Finnius M Houlder, a multi-billionaire who has a love for two-wheeled speed machines. He set to work on an alternative that could get around the laws: the result was Future Biket

The bikes are well drawn and speed along at a convincing high speed. The borders supposed to represent things like cities, deserts and rapids are a different story. They are very bitty with the same sprite repeated over and over again. The action is a bit too fast really and you can't control the speed of the bike, only the directions.left, right, up and down. Collecting money on the speed track levels gets you into the shop where extra weapons and add-ons can be bought.

Future Bike Simulator is a simple race game, good fun but I doubt it will keep you hooked for long.

Overall 68%

More cheap thrills coming your way next CRASH!! But never as cheap as my car repairs...(my fault, I know)



Poor Little Puff. He wonders on concurrent Dragon Land and got himself losit! He wouldn't mind but him's hungry too!

himself löstil he wouldn't mind but hie's hungry tool Life is realily lough. Being nowt but at little dragon. Puff isn't filerce enough to catch himself something to eat, so he needs heip. This is wheere you come in guide Littlee Puff back home so hie can have his tea. To do this, four pieces of a speciaal pass must be collected aand a toll paid to a nasty draagon who guards thee gate to his town.

Cartoorn Time (a

Cartoone Time (a. CodeMastters label) has published Theaps of cute games, annd Little Puff is a



hordes of nasty creatures like bees, worms and spiders would like nothing more than to eat sugared Puris for breakfast! The graphics are big and colourful with detailed

The graphics are big and colourful with detailed backgrounds and lots of variety. The puzzies are set at just the right difficulty, as long as you don't use the complete map and solution printed

Flaying it takes me back to my days of saving up my pennies and buying a game from CRASH mail order Good arcade adventure games like this used to be seen everywhere. Now they've become more scarce That's why when a game like this comes along you just have to get it.

Excellent and full of nostril

Overall 92%

PERIPHERALS & ACCESSORIES















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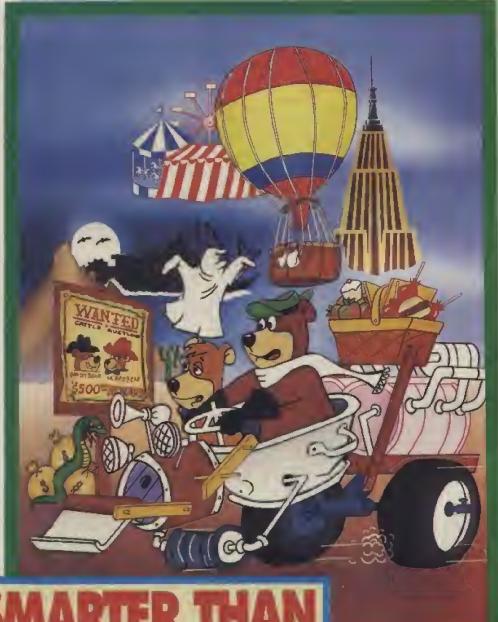
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BACK - Advantaged prices and specifications may bibelight unesser recent the dispose by the bases bibersame



more than a taste for trouble — and there's plenty lined up in this game! Hearing that Ranger Smith (bocool) is to round up all the animals in Jellystone and pack 'emoif to the zoo, Yogi reckons it's about time he made his escape. Packed with great cartoon graphics, the game has you taking Yogi out of Jellystone through four different areas to reach New York — where, thinks Yogi, the streets are paved with tasty morsels.

And there's more than just a tew tasty morsels on offer in this Yogi compol First prize is a Sony Sports Watkman (Wooooocol), a copy of Yogi's Great Escape and a copy of the brill Yogi video from which the game's taken! For second prize there's also a copy of the video and HI-Tec's entire range of skill Speccy software — that's Yogi's Great Escape, Spy Vs Spy I, II and III, Future Bike Sim, Ruft in Ready, Gusrdian III, Hong Kong Fuery, Cricket Captain, and Boulder Dash 4! No need to go Boo-boo if you don't get first or second (ho ho, I

Yogi's Great Escape on Speccy cassettel

LISTEN AND WIN!

don't think — Ed) prize as there are 20 — 20// — runners-up prizes of

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